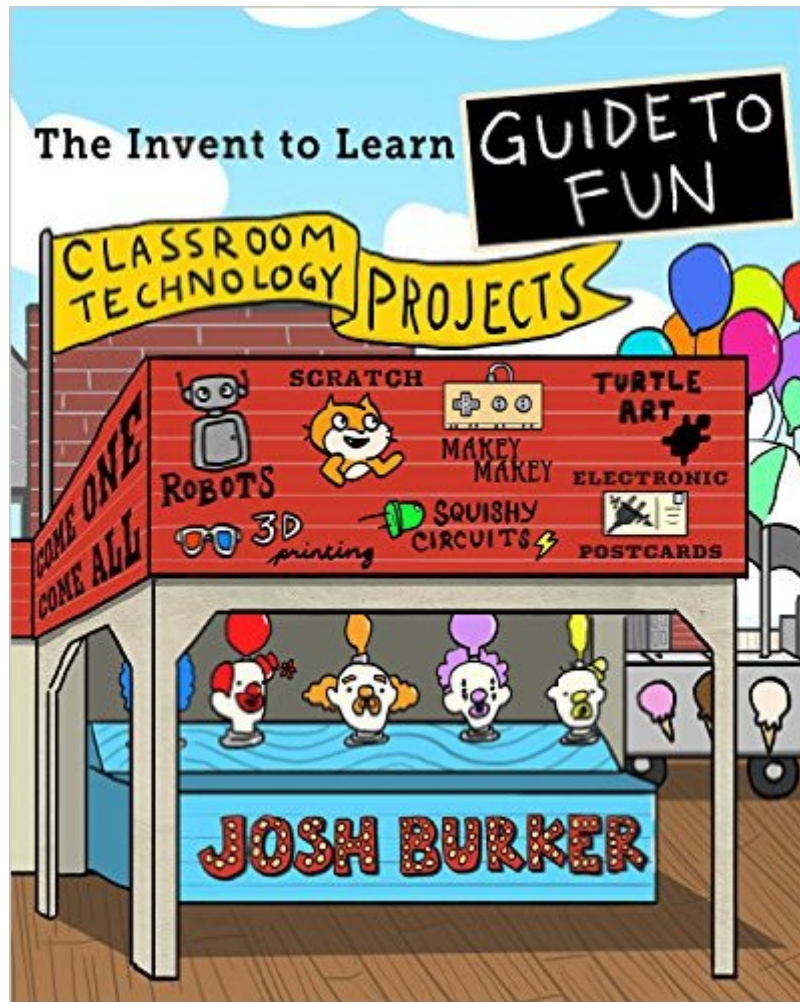# The Invent To Learn Guide To Fun

Synopsis

The Invent To Learn Guide to Fun features an assortment of insanely clever classroom-tested "maker" projects for learners of all ages. Josh Burker kicks classroom learning-by-making up a notch with step-by-step instructions, full-color photos, open-ended challenges, and sample code. Learn to paint with light, make your own "Operation Game," sew interactive stuffed creatures, build "Rube Goldberg" machines, design artbots, produce mathematically generated mosaic tiles, program adventure games, and more! Your MaKey MaKey, LEGO, old computer, recycled junk, and 3D printer will be put to good use in these fun and educational projects. With The Invent To Learn Guide to Fun in hand, kids, parents, and teachers are invited to embark on an exciting and fun learning adventure!

Book Information

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Customer Reviews

If you are starting a STEAM program or MakerSpace in schools or in the community for K-12 aged youth, this is the one book you should buy! We at Boston's Learn 2 Teach, Teach 2 Learn have used these activities and they are tried and true for engaging the youth in the creative possibilities of making and STEM. The activities can be easily remixed to differentiate for the ages you are working with and the community contexts you are working in. For instance, I work with mainly low income youth of color and have been able to adapt so many of them with great results. Josh's explanations and directions are wonderful. Since we received this book a month ago, our youth teachers and college mentors have been using it as a reference to help them design and remix many of the

activities they teach. Thank you Josh Burker, for this labor of love that helps us and will certainly help so many who are eager to get into making with the youth but don't know where to start! p.s follow josh on twitter @joshburker like I do to get previews of new cool activities and tools for making!

The Invent to Learn Guide to Fun Classroom Technology Projects by Josh Burker is an invaluable resource for elementary and middle school media and technology teachers and for adventurous parents of curious and creative children. Designed as a resource to support the burgeoning maker movement, which involves people of all ages, in and out of schools, Burker has provided detailed instructions for assembling and programming 14 starter projects ranging from squishy circuits, to Ã¢Â ÂœartbotsÃ¢Â Â• using Lego Wedo robotics kits, musical instruments, geometric ceramic tiles, animated postcards, to a complex Ã¢Â ÂœDungeon Crawl Adventure Game.Ã¢Â Â• Projects use inexpensive and readily available household materials, free software such as Scratch, TurtleArt, Tinker Cad and Glowdoodle, and technology equipment such as Makey-Makey boards, Lego kits and 3-D printers that many schools these days already have. The instructions are illustrated by hand drawn diagrams, and simple photographs that emphasize the informal and creative nature of the work.Teachers and librarians implementing maker spaces confront the challenge of encouraging students to be creative and adventurous, while building skills in programming and circuit building for real applications. Students come with a broad range of artistic and technological savvy. Guiding them over the hurdle from a creative idea to a working prototype can be daunting Ã¢Â Â" even for experienced teachers. This book will support students trying a new technology for the first time. More experienced students will be inspired by the book to jump in and try something new with very little instruction. Author Josh Burker is a parent and a teacher and knows what matters to support successful learning.If you are provisioning a maker space to expand your studentsÃ¢Â Â™ creativity, this book is for you. If you are a parent whose children are into technology experimentation, get this book, create and enjoy! Dan and Molly Lynn Watt, authors of Learning With Logo and Teaching With Logo.

A MUST HAVE FOR ANY MAKER!! I love this book. Talk about a one stop shop to create and make a "Makerspace" come true. Mr Burker has given the educational community an awesome, fun, and hands on approach to the traditional boring classroom. This book can create those inspirational teaching moments when you truly see wonder and excitement in students faces!If you are a little hesitant about trying new ideas or activities in the classroom, this book will provide you relief. Its

broken up into color full pictures out lining every activity. It gives step by step directions that are very hard to mess up. There have been times i have given the book to students and they have no problem following along. The book even offers open ended challenges that are adaptable for any age group.One of the challenges in education is making activities fun and meaningful. Education is competing with video gaming, social networking, tutorial videos, online games and mobile devices, which kids naturally gravitate towards. However, by utilizing Josh Burker's THE INVENT TO LEARN GUIDE TO FUN, you can bring all of the excitement into the classroom, and hopefully, provide just as much fun as todays kid gadgets. If you are a classroom teacher, makerspace, hackerspace, STEM teacher, administrator, workshop organizer or just someone looking for some tinkering fun, then go get Josh Burker's book!!! Awesome job and I can't wait for more books with similar titles from him.

Great projects! A fun and educational approach to the fundamentals of science, computers and creativity. The Mr. Wizard for the next generation to guide them to their "yes!" moments.

Great book.

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